

*The South Shore Atari Group
Newsletter*



**NEW WAVE OF IMPORTED ST
SOFTWARE**

PICTURED ABOVE: OPENING SCREEN SPACE HARRIER
MORE INFORMATION ON EUROPEAN SOFTWARE INSIDE

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SSAG

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FREE



*South
Shore
Atari
Group*

The S.S.A.G. Newsletter is a monthly publication of the South Shore Atari Group, and is provided free of charge to S.S.A.G. members. We will gladly trade issue for issue with other Atari user group newsletters.

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SSAG BBS 331 - 9640
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S.S.A.G. Steering Committee

Current Members:

Kevin Champagne
Gary Effner
Chet Freeman
Dana Jacobson
Dave Read
Larry Steeves

Membership is voluntary and open to all members.

S.S.A.G. meets on the third Friday of each month at Computer Cache in Quincy. (See map elsewhere...)

Membership dues fee is \$10.00 per year. (You may chose a six-month membership at \$5.00, if you prefer.)

The first meeting is free.

We hope to see you there!

Upcoming meeting topics:

September - Emulation
October - Telecommunications
November - Desktop Publishing
December - Winter Party

And coming next year:

Beginner's Night
MIDI - Musical Instrument
Digital Interface
Game Night

HELP!

Despite all the help we need in other areas, our appeal this month is concentrated only on getting some more seating at the monthly meetings. If you can provide even one folding chair, it would be appreciated.

Computer Cache

CORPORATION

SALES - SERVICE - SUPPORT

273 WILLARD STREET, QUINCY, MA 02169

VOICE: (617) 472-1502 BBS: (617) 472-1503 FAX: (617) 472-1504

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Starting Your Own Bulletin Board System

by Dana Jacobson

Tele-communications and computers are here! To many of us, this fact is very obvious. To some of you, this "new world" hasn't been explored yet.

I always thought that owning a computer would have its limitations. That is to say, whatever software or hardware that I saw on the shelf was all there was. You'd see a program's well-designed package, read the brief description of the contents, and if you were hooked - you bought it. Sure you did, we all have, one time or another.

So now you have all the latest software; you've got your printer; and whatever other accessories you felt that you HAD to have. Then, someone tells you about this great "bulletin board" he called last week. Huh?!?

Well now. Owning a modem and calling various boards opens up an entirely new world of computing. And, after exploring the different boards, you decide that you'd like to run a BBS of your own.

Sounds simple, doesn't it? Well, to a certain degree, it is; but to set up a BBS and make it work takes a lot of time and planning. First of all, you must decide what kind of a board to run. This will help you determine which BBS software to use.

There are many BBS software programs available, both commercial and PD (Public Domain - free). I couldn't begin to list them all as I don't know of most. Some that I have personally had experience using from a "caller" viewpoint are FORem, Nitelite, BBS/ST, Citadel, and MichTron. There are others, but I cannot recall their names at the moment. Since I personally run MichTron BBS software at Toad Hall EBBS, I will use it as my example.

Most BBS programs have similar categories and functions: a message base and a file transfer section. These can be broken down into individual "Special Interest Groups (SIGs) for whatever purpose that you design. So now you must decide: "What do I want to offer?"

You can set up a board which consists of messages only. This type of board could have different "topics" (broken down into SIGs) allowing a user to read and respond to certain subjects, or all of them. Depending on the topics, this type of board can generate a lot of activity and is quite popular.

Another possible type of board could be "machine-specific". If you're using an ST, for example, you can limit your users to ST info and files. This format has its limitations. If you're not concerned with hundreds of users with different viewpoints, both computer and in general, this may be alright. There are a lot of good boards which specifically support one machine type.

To avoid listing all of the obvious (and not so obvious) other possible combinations, let's get to what I think is the best format. Remember, this is only an opinion and not intended to limit your imagination.

A little background....

After a couple of months of telecommunicating with the few "good" local boards that I was aware of, I started to consider running my own. There just were not that many good boards in the area, and I felt that I might be able to provide a board that would be a useful addition to existing boards.

At that time, my knowledge of BBS programs was limited, as was my computer experience in general. I purchased Interlink, a new terminal program for the ST, which also included a small bulletin board set-up with a function called "Answer Mode." Well, I couldn't figure it out for quite some time. I discussed my dilemma with Kevin Champagne at Computer Cache, and he recommended MichTron BBS, a simple but thorough BBS program. I was still unsure, so I decided to continue working with Interlink. I figured out some of it; and in the meantime, my brother-in-law picked up the MichTron software for me. Well, now that I had it, I decided to check

it out. Both Harbour Light BBS and BCS ran MichTron boards and I felt that since I enjoyed these two fine boards, I'd try to fashion Toad Hall with them in mind.

Now, what to use for a format? Did I want to have an ST-only BBS, or what? I wanted to be able to attract as many users as possible, so I decided on a multi-user board. I chose, as other supported machines, IBM/PC clones, Commodore 64/128, Atari 8-bit, and Amiga. I gave each of them their own SIG. Since I could personally support the ST area with many files, I broke down the ST SIG into more specific areas: Graphics, Utilities, and Games. I also included a "General Interest" SIG for information that may apply to many users. I omitted the Apple, Macintosh, Tandy, and others because I felt there wasn't enough appeal in these areas. To effectively maintain these areas, I enlisted the aid of users of each of my designated supported machine to become SysOps (Systems Operators). Essentially, their "job" would be to answer whatever questions other users might have, provide advice, and to check out new files that were being uploaded to the board. The SysOps that I have (past and present) at Toad Hall have made the board work. Without their combined efforts, the board could not survive. So, a helpful suggestion to those of you who are considering starting a BBS: have active, informed, and helpful SysOps!

OK, now I've got my SIGs defined, set up, and programmed. I wanted a large message base, so I set one up. Each SIG has its own files (downloads) section and a message area, but users are not limited to one area; they have access to all but two that are reserved for SysOps only. I also set up separate News and Information sections for those topics that I wanted to be able to keep "permanent" instead of in the message base which would eventually be "erased."

The next problem I was facing was the limitations I had due the lack of adequate hardware. At the onset of Toad Hall's "birth," I had a 520 ST with a monochrome monitor, one single-sided floppy disk drive, and a 1200 baud modem. Not much to support the activity I was hoping to attract. In addition, I only had the one machine; so if I ever wanted to use it for my own use, I'd have to take the board off-line – not a good situation to be in.

So with the aid of my brother-in-law (Ed George) again, we trekked on over to Computer Cache to get some advice. Within a couple of weeks, I had a 20 megabyte hard drive, 2400 baud modem, and a separate 520 color system for my own use. Thanks Ed and Kevin, for helping me get hooked and into the poor-house!! I also had Kevin, and also Paul Zemotel as technical "advisors" to help out with some of the finer details of the system. In addition to Kevin and Paul, MichTron has a BBS for product support; and I use it regularly for enhancements to Toad Hall, files, and advice. They also include files to correct any "known bugs" in their program. I've found it to be invaluable.

Owning a modem and calling various boards opens up an entirely new world of computing.

With these hardware additions, the board is able to provide a much greater service to its users. This service is something for you to think about when deciding which direction to take setting up your own BBS. The more you plan to offer, the more you need to have for equipment. One footnote on necessary equipment – to provide non-stop service, it is advisable that you have a second phone-line installed so you won't tie up your personal phone service. This is relatively inexpensive after you've paid for the installation.

Setting Up the BBS

Okay, you've now got the MichTron BBS program (I hope). It appears kind of "empty-looking". Well, you've got to make some additions to modify it. Then, you have to personalize it – get it to look the way that YOU want it to appear.

Where do you start? Well, how about setting up your SIGs and corresponding download sections. There's a file called the Maintenance program for this. Once in this program, you can "title" your SIGs and set up a path for the corresponding downloads. Once this is all set, you can set up your Users file. Here you can predetermine what SIGs are available to each user. You can also set up many other things here, but boring at the moment, so I'll skip over the details. Next, set up how large you want your message base to be. This will determine how large the base will be before new messages "overwrite" the older ones.

All right, you've made your initial set-up. Any other personalized options can be done while your'e on-line - let's get the board up and runnin'!!

There are many enhancements you can make to the board. Your only limitation is your imagination.

How about a personal message that every user will see when they log in? This is the Welcome message. Regardless of what you put here, you should include the name of your BBS, address, phone number, and other significant data which will inform the users what they need to know.

There are other "message" menus already built into the system; such as questionnaires, information, news, file transfer, message base, goodbye, and then the many possibilities that you may want to add. How about an automatic message directed to all new users? How about a board policy message that appears at logon? Experiment and when you're finished, all you have to do is incorporate the correct "programming" commands so that they will run when a user selects the correct prompts. Don't worry, you'll be adding and changing things once you get used to the board and all of the options which are available. There are a few files which contain descriptions of the various MichTron Command Language (MCL) commands and their uses and examples. Again, let your imagination go, and enjoy!

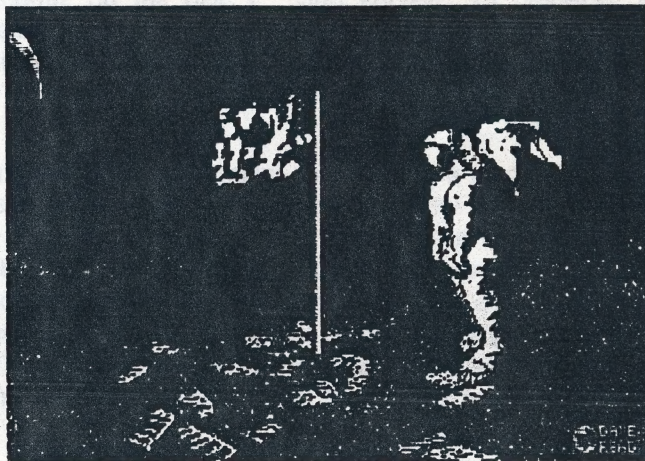
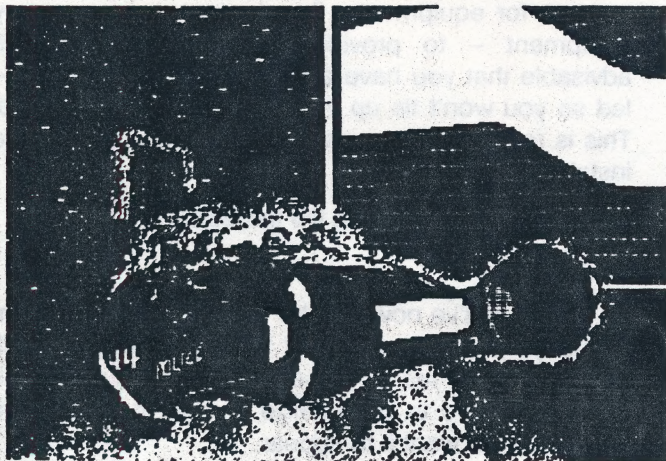
Next Time:

Tim Purves and MichTron BBS

- A Brief History

Pic Screens

Submit your DEGAS, Neochrome or IMG image files for publication in the SSAG Newsletter.



From Across The Big Water

A New Wave Of Imported ST Software

by Dave Read

Atari computer users are very aware that here in the U.S. their computer of choice is for the most part overlooked, underestimated and/or ignored by the remainder of the computing community. We're also aware that overseas, in Western Europe, the Atari ST is the number one personal computer. In Great Britain, France and West Germany, support for the ST outshines all other makes. Software manufacturers are not blind to this. In an interview in a recent issue of COMPUTE! magazine, EPYX Chairman and CEO, David Morse listed his opinions of various personal computers. On Amiga: "If we want to show the world what we can do, and show them our best work, we'd like to do it on Amiga. It's gradually becoming more important..." On Apple IIGS: "I put the GS in the same category as Amiga. We can do some good things - not as good as Amiga, but it's becoming more and more interesting." While on the subject of the Atari ST: "ST is important to us in Europe and is basically a NONFACTOR in the U.S." (My italics.) The reasons behind this strange situation of the ST being embraced by the Europeans, while being shunned by North Americans have been guessed at, but the fact remains that it is better supported over there than it is over here.

Regardless of this, U.S. ST users are devoted to their machines, and now that loyalty is being rewarded with aid packages from across the Big Water. Vast amounts of European ST software titles are flooding into the U.S. Recent visits to the Computer Cache have turned up dozens of new items arriving every few days. This presents a major change from what we've come to expect. Most of the titles are games, and much of what's coming in is of very high quality. Of special interest to joystick fiends are the many current coin-op translations. Most of us have visited game rooms, pizza parlors and so on, and pumped quarters into machines,

while thinking to ourselves that such things could be made to work on the ST. It turns out that many of them can, and already have been successfully translated with little or no loss in quality.

The following is a listing of new titles spotted on the shelves of Computer Cache, in mail-order ads, and in foreign ST magazines (Of which, there is a surprisingly large number.). It occurs to me that this flood of new software may cause some major changes in the U.S. ST situation: Obviously, current ST users will have a wider selection of software from which to choose. Happier users will spread word-of-mouth praise for the ST (Although we seem like a pretty happy and vociferous bunch as it is...). More word-of-mouth means more users. More users means more demand for software. More demand means more profits for dealers and distributors, which means American manufacturers may snap out of their comas and start to give the ST the domestic support it deserves. I think some of the American companies have already seen this coming, as it appears that there are more new ST titles from US manufacturers as well. This listing is intended only to provide an indication of what's happening. Where possible, I've given a brief description. I've included capsule reviews of a couple of the ones I've actually used or seen in use. Some of the titles listed are probably only vaporware, and some are probably not actually from Europe, but at the very least, we know that something big is happening!

Addictaball - ?

Alien Syndrome - The coin-op version is great! It's an overhead-view journey through a multi-level spaceship inhabited by all sorts of sticky, acid-blooded nasties. The player can break into muni-

European ST Software

(continued from pg. 7)

tions lockers throughout the ship and pick up heftier and more appropriate weapons, including little trailer-droids who will cover your rear. Along the way, the player must rescue hostage crewmembers and face off against big nasty momma aliens with stretching jaws and flying baby pods and other repulsive and frightening organisms. If the translation comes close, it'll be a big winner.

Altair - ?

American Pool - ?

Annals Of Rome - ?

Arcade Force Four - This is a repackaging of four games previously available individually: Gauntlet, Indiana Jones, Road Runner and Metrocross. should be a real bargain.

Arkanoids - Another coin-op translation. Sort of a high-tech version of Breakout.

Arkanoid 2 - ?

BMX Simulator - ?

Back Lash - ?

Bad Cat - ?

Barbarian Palace - ?

Battledroidz - ?

Battle Ships - ?

Beardsley's Football - ?

Better Dead Than Alien - With a title like this, how bad can it be?

Beyond Ice Palace - ?

Bionic Commando - ?

Black Lamp - A very nicely animated sideways-scrolling climbing/jumping game with witches on flying broomsticks, troll, dragons, the works. Nicely done animation.

Blue War - ?

Bubble Bobble - ?

Captain America - ?

Checkmate - ?

Corruption - ?

Crafton And Xunk - ?

Carrier Command - This one's been available since Spring. Very intricate futuristic warfare simulation with effective 3D graphics.

Crash Garrett - ?

Crazy Cars - 3D driving game. Accurately-rendered cars are the highlight of this one. The player steers Mercedes Benz sedans, Porsche 911s, Ferraris and so on around twisty roads while famous scenery such as Disney World and Epcot Center scroll across the horizon. Those of us who've played Test Drive may be dismayed by the toylike handling of the cars (Upon impact with another vehicle, your car bounces up into the air momentarily, losing speed and costing points.), but it is a lot of fun.

Deflektor - ?

Dizzy Wizard - ?

Eddie Edwards Super Ski - ?

Elf - ?

Empire Strikes Back - Yep, get in your snow speeder and fire tow cables at imperial walkers to make them trip. This one and it's companion Star Wars are good translations of the vector graphics arcade hits.

Enduro Racer - ?

Enforcer - ?

Extensor - ?

Fire And Forget - Drive your turbo V-16 across the nuclear wastes, shooting everything in sight. Good-looking 3D graphics.

Flintstones - All I've seen is a listing.

Football Manager 2 - ?

Formula 1 - ?

Foundation's Waste - A combination action/

adventure space game. The packaging and the title screen look great. (Unfortunately, I haven't seen the game itself.)

Frost Byte - ?

Gambler - ?

Gauntlet 2 - A sequel to the popular arcade game. Sword and sorcery adventuring with an overhead perspective.

Get Dexter - ?

Goldrunner 2 - Reviewed in last month's newsletter. It was listed as an english software title in a magazine ad, but comes from Microdeal. Who knows? It's a great game, and Scenery Disk #1 is good too.

Gianni Sisters - ?

I Ball - Another interesting title. Who knows?

Ikari Warriors - ?

International Soccer - ?

Joe Blade - ?

Karting Grand Prix - ?

Killdozer - ?

Knightmare - ?

Leatherneck - Rambo meets the ST. This game is a multi-player commando raid game. Overhead perspective, and uses Digitized sound effects.

Legend Of Swords - ?

Leviathan - ?

Livingstone - ?

Mach 3 - ?

Masters Of The Universe - ?

Mickey Mouse - ?

Mind Fighter - ?

Mission Genocide - ?

North Star - ?

Not A Penny More - ?

Obliterator - Latest release from Psygnosis, the

folks who brought you Brattacus.

Offshore Warrior - 3D futuristic speedboat shootout. Armed with guns and missiles, blast yer opponent out of the water. The screen images in the ads look great.

Out Run - The excellent arcade game will still get some of my quarters, but this translation isn't bad. The graphics aren't quite as detailed as the coin-op and you can't select which soundtrack music gets played, but the original was such a mind-blower that this version was bound to be a little dissappointing.

Palladin - Graphic sword & sorcery adventure.

Pandora - ?

Pengy - ?

Phoenix - ?

Pink Panther - ?

Power Play - ?

Predator - ?

Rampage - Another coin-op translation. This game allows the player to play the role of King Kong, Godzilla and other giant monsters trampling buildings, knocking down helicopters, and just generally having a good time at the expense of the general populace.

Rana Rama - ?

Return To Genesis - Don't know, but it exists.

Revenge 2 - ?

Road Blasters - ?

Road Wars - The package artwork looks very interesting. Apparently the player controls some kind of floating robotic sphere over floating roadways while competeing against an opponent.

Rolling Thunder - ?

Sapiens - ?

Screaming Wings - ?

Scruples - ?

Seconds Out - ?

European ST Software

Shackled - ?

Shuffleboard - ?

Side Arms - Another Arcade great. Sideways-scrolling shootemup involving a flying robot (Design seems heavily influenced by Japanese Cartoons and comic books). Collect more and more powerful weapons as you progress. BLAMMO!

Sidewinder - Available separately and in a combination package. Some kind of spacecraft shootemup. A big hit on the Amiga.

Sky Fighter - ?

Sky Rider - ?

Slap Fight - ?

Solomon's Key - ?

Space Ace - ?

Spaceport - ?

Spidertronic - ?

Spitfire 40 - ?

Spy Vs. Spy - ?

Space Harrier - Faithful translation of the coin-op. You may have seen the Sega home video-game version of this one on TV. You control an onscreen character who runs along the ground or flies through the air at high speed toward the distant horizon, dodging trees, shrubs, rocks, flying stone heads, fire-breathing flying dragons, Alien jellyfish, Denebian Slime-Worms, Battle Robots, Transformers, and who knows what else. effective animation, high-speed and violent carnage (Including a digitized scream of agony, when the player bumps into something or gets pegged by a fireball,). Once I tried this one in the store, rushed home without checking out the rest of the interesting new titles on the shelves.

Speed Buggy - Bouncing right out of the arcade... Maneuver your dune buggy over a bumpy course while you collect flags and avoid other vehicles by jumping over them.

Star Glider 2 - Solid 3D followup to the ST classic.

Star Quake - ?

Star Wars - The arcade classic. Now if only they'd give us an ST version of those great arcade control handles!

Stir Crazy - ?

Stone Breaker - ?

Super Sprint - ?

Swooper - ?

TNT - ?

Tai Pan - ?

Terramex - ?

Tracker - ?

Tetris - From the USSR.

Three D Galax - ?

Thrust - ?

Thundercats - ?

Time & Magic - ?

Tournament Of Death - ?

Trantor - ?

Trauma - ?

Trivial Pursuit - ST version of the popular board game.

Typhoon - ?

War Hawk - ?

Warlock's Quest - ?

War Zone - ?



ALERT BOX

Tracking Mysterious ST Disk Problems

by Dave Read

There are some things man was never meant to know... One of them is *not* a little gremlin in Atari's ST BDOS known as BIOS #9:"MEDIACH". The purpose of this coding concept is to speed up disk access and make the ST more efficient by recognizing when a disk has been swapped. This enables the ST to hold directory information in RAM so that it can immediately access files, instead of first re-reading the directory sectors from the disk. Normally, this system works fine, since the way the computer recognizes a disk swap is by reading the disk's serial number (Stored in the boot sector, which is automatically read every time a disk is physically inserted into the drive.). This serial number, which is created during the formatting process, is 'randomly' generated, and therefore supposed to be unique to each disk. (It's a really big number, I don't recall how many bits...) The problem arises when certain custom formatting programs are used which do not create unique serial numbers. **Twister Version 1.0**, provided by **STart Magazine** had this problem. In the following issue, the authors, David Small and Dan Moore, warned users of the problem, and released Version 1.1, which fixed the bug. Another formatter which I've had problems with is the disk accessory version of **FORMAT11**. I've seen no documentation to verify this, but it seems to be the same problem.

I believe the reason that this bug is not more well-known is that most programs bypass the option of detecting media change and *always* read the directory sectors before accessing files. I've come in contact with a couple of Public Domain utilities however, that seem to be relying on the MEDIACH call for proper operation. In combination with two or more disks that have been formatted without unique serial numbers, the problem becomes nasty. One of these programs, called "**LABELJR.OBJ**", is a popular disk-labelling utility. It's the kind of program one would use with a bunch of disks at one sitting, which is just what I did. The session ended with my realization that I had a half-dozen disks all with the

same label. This problem was repeatable and became very frustrating. I eventually overcame the bug by popping in the **Atari Language Disk** (Or another disk which I knew had a unique serial number,) into the drive whenever the problem appeared. This solution works fine every time and allows me to use **LABELJR** with extra-capacity disks.

The other program I've had trouble with is **PICSWITCH 7.0**. This is a graphics viewing and conversion program that allows the user to display, print and save many different formats of picture files. As a viewing and printing utility, it works very well. However while converting and saving a group of files on different disks, I ran into a problem that once again *appears* related to the MEDIACH call. I had loaded a file from one disk into the viewer and had saved it in a different picture format on a second disk. I also wanted the file on a third disk, so I left the file in memory and swapped in the new disk. When **PICSWITCH** saved the file, it also overwrote the directory sectors, saving the contents of the directory of the previous disk, destroying the actual directory. This makes the disk unusable, even though all the files are there intact, the BDOS can't find them. I'm not sure how to avoid this problem, other than using a blank disk when saving files from **PICSWITCH**.

The obvious way to avoid these problems would be to use only the Atari ST BDOS for formatting, however the appeal of extra disk storage space via custom formatting is hard to resist. A safe middle ground would be the use of **TWISTER V1.1**, which has been proven to be safe, and offers a significant increase in disk space (Albeit, not as much as **FORMAT11.ACC** provides.).

If you've experienced similar difficulties or have more information on the problem, I'd like to hear from you.

S.S.A.G.'S Public Domain Software Library

The following disks are NOW AVAILABLE.

	S.S.A.G. Members	Non-Members
You provide the disk -	\$2.00	\$3.00
We provide the disk -	\$4.00	\$5.00

Disks are available at any S.S.A.G. Meeting.

#1 -- PLAY-IT sounds program w/ various .SND files

ARCX.TTP PLAYIT2.ARC STOOGES.ARC WHAT-SUP.ARC LAUGH.ARC HAL_2001.ARC CANTDO.ARC MR_ED.ARC

#2 -- More PLAY-IT sounds - from 2001 Space Odyssey

HAL9000.ARC ARCX.TTP

#3 -- Digitized sound effects from Star Trek
ARCX.TTP STARTREK.ARC STRTREK2.ARC

#4 -- Various utilities

ARC.TTP ARCX.TTP ARCSH195.ARC DCOPY288.ARC SCHIZO13.ARC NITE.ARC ARC521ST.ARC DIS-KTOP2.ARC SELECTOR.ARC ARCMENU.ARC CHKDSK.ARC GEMACC.ARC SCRUNCH.ARC

#5 -- Various graphics & digitized sounds - includes Spectrum anim.

ARCX.TTP BIGMOUTH.ARC YVETTE.ARC BAND-DEMO.ARC ANISPEC.PRG MANDEL.ARC

#6 -- Spectrum animations

ANISPEC.PRG EXCITE.ARC WALLS.ARC ARCX.TTP

REMEMBER:

Anyone who provides a disk of PD files that is accepted into our PD Library receives their choice of any library disk in return.

#7 -- CAD3D animations

ANIMATE4.ARC CUBEDEMO.ARC ARCX.TTP CUBELOGO.ARC STRANGE.ARC

#8 -- CAD3D animations

ANIMATE4.ARC ROBOTARM.ARC ARCX.TTP BILL_CAT.ARC AMIGA.ARC CRAISINS.ARC

#9 -- CAD3D animations

ANIMATE4.ARC SAUCER.ARC TESLA.ARC ARCX.TTP PRINTER.ARC CHASERS.ARC ROBO_RAY.ARC

#10 -- CAD3D animations

42.ARC BOUNCER.ARC SCANNED.ARC ANIMATE4.ARC BRBRSHOP.ARC ARCX.TTP ELMSK31C.ARC

#11 -- CAD3D animations

ANIMATE4.ARC CHESS.ARC ATLANTI.ARC ARCX.TTP OPERATOR.ARC STARWARS.ARC TURBINE.ARC

#12 -- CAD3D animations

ANIMATE4.ARC SEXYCY.ARC GAL.ARC ARCX.TTP ROCKING.ARC VIDEOBOX.ARC WATCHMAN.ARC FLIPPED.ARC

#13 -- CAD3D animations

RAQUEL.ARC ARCX.TTP DREAMS.ARC ANIMATE4.ARC

#14 -- Various utilities

ADDRESS.ARC ICONEDIT.ARC MOUSED.BL.ARC
REMIND.ARC VIRUS.ARC YARD.ARC ARCX.TTP
DISKTOP2.ARC LABELS.ARC ICONED_2.ARC
MOUSEPD.ARC STOWAWAY.ARC VIRUSX12.ARC
LABELJRB.ARC CHKDSK.ARC FFORMAT.ARC
ETERNAL2.ARC NEOCAL12.ARC RAMBUFFR.ARC
TYPE.ARC VTEST10.ARC ALARMCLK.ARC
DCOPY288.ARC RAMDISK.ARC

#15 -- Various TINY pix/Includes latest versions of TinyView & TinyStuff

TINY3.RSC DEMON2.TN1 FALCON.TN1 LIGHT-
EYE.TN1 2112RUSH.TNY FRACTAL.TNY MST.TNY
PEACHES.TNY TINYSTUF.PRG DEMON4.TN1
GHOSTMBL.TN1 MARSHM2.TN1 BUNNYJO1.TNY
HOTTUB.TNY M_ST_IBM.TNY TNYVIEW4.PRG
FALCOLN2.TN1 LEATHOMP.TN1 OUCH.TN1
DANA2.TNY MAP431.TNY OPUS.TNY

#16 -- Various TINY pix

TINY3.RSC PANEL.TN2 SIGOURNE.TN1
STARDES.TN1 VINCEL2.TN1 XWING.TN1
DANAK.TN1 TINYSTUF.PRG SAIL.TN3 SPIKE.TN1
STAYPUF2.TN1 WEENIE.TN1 YODA.TN1 DAN-
BLAST.TN1 TNYVIEW4.PRG SIGG2Y2.TN3
SSTATION.TN3 TIEFISH2.TN1 WELLSOFSL.TN1
CABBIE.TN1 DEMON2.TN1

#17 -- Various TINY pix

TINY3.RSC SMASH.TNY STONEAGE.TNY TRON-
BIKE.TNY XMASOPUS.TNY 63HAWK.TNY
AQUARIUM.TNY CAPNOPUS.TNY TINYSTUF.PRG
SMAUG.TNY THBDVAN.TNY WATERFAL.TNY
ZIGGY.TNY AATRAIN.TNY ARMOUR.TNY COR-
VETTE.TN3 TNYVIEW4.PRG DALEK.TNY TIDAL-
WAV.TNY WEIRD.TNY 3STOOGES.TNY ALIEN.TNY
BUZZARD.TNY PANEL.TN3

#18 -- Various TINY pix

TINY3.RSC CSTONE.TNY ESCHER6.TNY GAR-
FELD2.TNY LADYHAWK.TNY MOTHER.TNY
PANIC.TNY SAAVIK.TNY TINYSTUF.PRG
CYBILL.TNY EYECANDY.TNY GARFIELD.TNY
LDBILL.TNY OLDSBUIK.TNY PIKE.TNY SKY-
CASTL.TNY TNYVIEW4.PRG DALI.TNY FACE.TNY
GARFODIE.TNY MONALISA.TNY OSCRMURY.TNY

PSYCHO.TNY

#19 -- Various TINY pix

TINY3.RSC CAD3D.TNY DEBBIE.TNY MARIA.TNY
OPUSBILL.TNY ROBOTTV.TNY SPOCKIRK.TNY
VANNA.TNY TINYSTUF.PRG CHESS.TNY DRA-
GON.TNY MRX.TNY PENGY.TNY SPACE.TNY
STHENGE.TNY VADER.TNY TNYVIEW4.PRG
CYBER.TNY GREATWAV.TNY NUDEBBS.TNY
RAY.TNY SPIKE.TNY STHKED.TNY YAMATO.TNY

#20 -- Various TINY pix -- Rated-R

TINY3.RSC RAY.TNY HISAILOR.TNY NUDE24.TNY
NUDE25.TNY NUDE26.TNY NUDE27.TNY
NUDE28.TNY PLAYMATE.TNY TAMMY.TNY TINYS-
TUF.PRG SPGIRLS.TNY LUSCIOUS.TNY SLAVE.TNY
TOPLESS.TNY TNYVIEW4.PRG SUNNING.TNY
MPLAYBOY.TNY PINUP.TNY ST_HOOKED.TNY
WOWTORSO.TNY

#21 -- Various TINY pix -- Some Rated-R

TINY41.ARC CANDI1.TNY CINDY.TNY
ENTERPR2.TNY GEISHA.TNY INGRID4.TNY
MODEL.TNY PATTY.TNY PLAYMATE.TNY ARCX.TTP
CANDI2.TNY DERRIER.TNY ENTERPR1.TNY
GODDESS.TNY MARIANNE.TNY MPLAYBOY.TNY
PENLUST.TNY SLAVE.TNY BABE.TNY CHAM-
PAGN.TNY DREAM.TNY FOLLIE.TNY INGRID2.TNY
MIRIA1.TNY NUDE.TNY PINUP.TNY

#22 -- Publishing Partner Clip-art

1CLIPART.ARC CLPMUSIC.ARC LIFECLP1.ARC
CLIP4.ARC CLIPSYMB.ARC CLIPART2.ARC
CLP_GIRL.ARC CARSClip.ARC CLIPART.ARC
CLPTHETR.ARC CLIPART3.ARC ARCX.TTP
CLIP3.ARC CLIPART9.ARC

This is only the beginning of our growing PD Library disks. Updates to the list will be available on a regular basis.

Prices are as follows:

This listing will appear regularly at the S.S.A.G. BBS
-- 617-331-9640 or TOAD HALL EBBS -- 617-
567-8642 Leave any questions/requests for Dana
Jacobson

8/31/88 dpj

PERSONAL CHOICE

***A MONTHLY FORUM THAT PROVIDES AN OPPORTUNITY
FOR INDIVIDUALS TO EXPRESS THEIR OPINIONS ON ANY
ATARI-RELATED TOPICS***

***THIS MONTH'S GUEST IS PAM READ, A SOMEWHAT HESITANT NEWCOMER
TO THE WORLD OF COMPUTING.***

***IN THIS COLUMN, SHE EXPRESSES HER APPREHENSIONS,
AND OFFERS ENCOURAGEMENT TO OTHERS IN
A SIMILAR SITUATION, WHILE FIRING A FEW
WELL-AIMED VOLLEYS AT HER HUSBAND***

HEY ALL YOU WIVES AND GIRL-FRIENDS OUT THERE, LISTEN UP!

My experience with computers has been confined to watching my husband's back for hours at a time as he sits slumped in front of his conglomeration of machinery. Most of the time he appears to be smiling, sometimes he looks concerned, once in awhile I can hear him from the other room thumping his head on the monitor, while vile words are forming on his lips. Thus is the life of a computer widow. I decided to take action against this fate of just becoming a hand that brings food and removes the dirty dishes. I held my nose and plunged head first into ..."The Boards"!

I must admit I was nervous, I mean how would all of these computerphiles feel about a housewife entering their midst? Would it be like a dreaded "girl" entering the boys clubhouse to give them all cooties?

My first message was kind of vague yet friendly, something like ; "Hey I'm new around here, isn't this fun?" Being sure I couldn't possibly offend anyone with that incredibly literate and intelligent sentence, I

sat back and waited for the messages to roll in. My husband, always the optimist, assured me that *someone* would answer my message, even if it was just to be polite. The next day, I couldn't wait to scrape the pabulum off the kid and put her in for a nap. After all, I had important "computer" things to take care of! To my delight I received some messages, sort of "Hi, welcome aboard" types of things, even some from other *women*! Wow! This was a whole new way to communicate with people without getting phone-ear! After the initial shock wore off, I was hooked. I became a board junkie. I was leaving witty answers here and there... I was dazzling people with my quick wit and sharp dialogues... I began calling not once, but *twice* a day! My husband had to beg for time so that *he* could call the boards!

So the moral of this story is, don't be afraid of that intimidating machine, enjoy it! Now I can insult my husband in front of a lot of people from the comfort of my own home! Ah, the power!

NOTES FROM OUR LAST

There were plenty of new faces at the August meeting and we hope to see more next time.

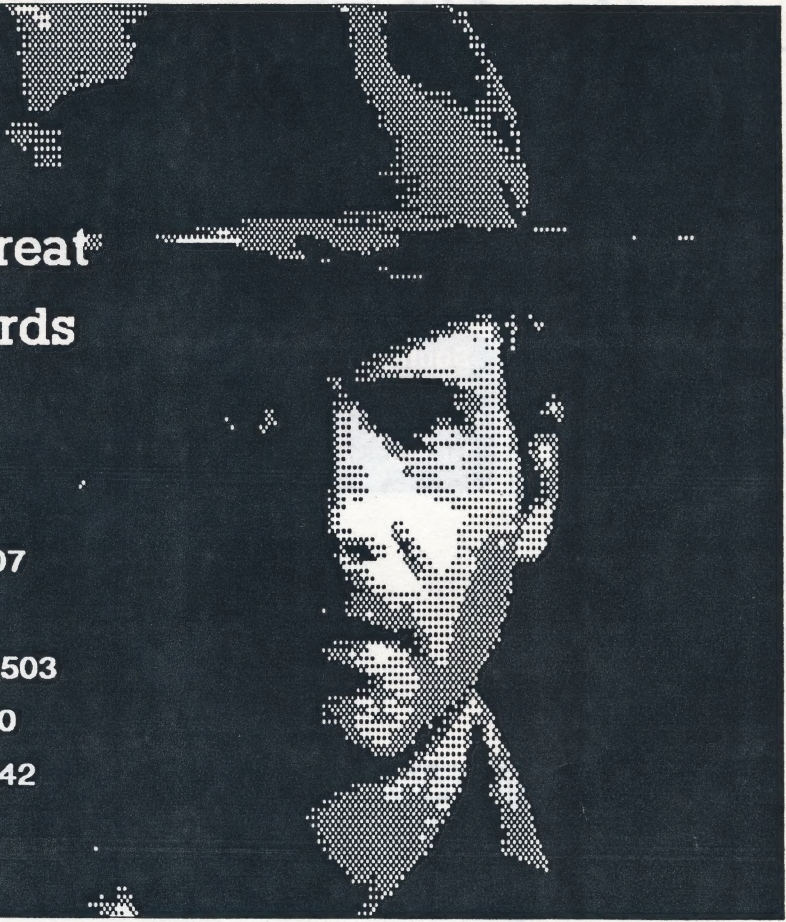
Annual / semiannual dues collection got officially underway and membership cards were distributed.

Dana Jacobson did a presentation on picture files and viewing/conversion programs.

Brian White was chosen by random drawing to receive "Road Wars", a game manufactured for the ST by Electronic Arts. Thanks to Kevin Champagne for donating the game.

Thanks again to Chet Freeman, who remains our sole provider of folding chairs. We really need more help in this area, since the store only has a chairs to begin with.

Some of the newly-collected dues money was used to purchase blank disks for SSAG's Public Domain Software Library, which is being assembled by Dana Jacobson, whose efforts are appreciated.



**Explore The
Possibilities...**

**Call These Great
Bulletin Boards
*Today!***

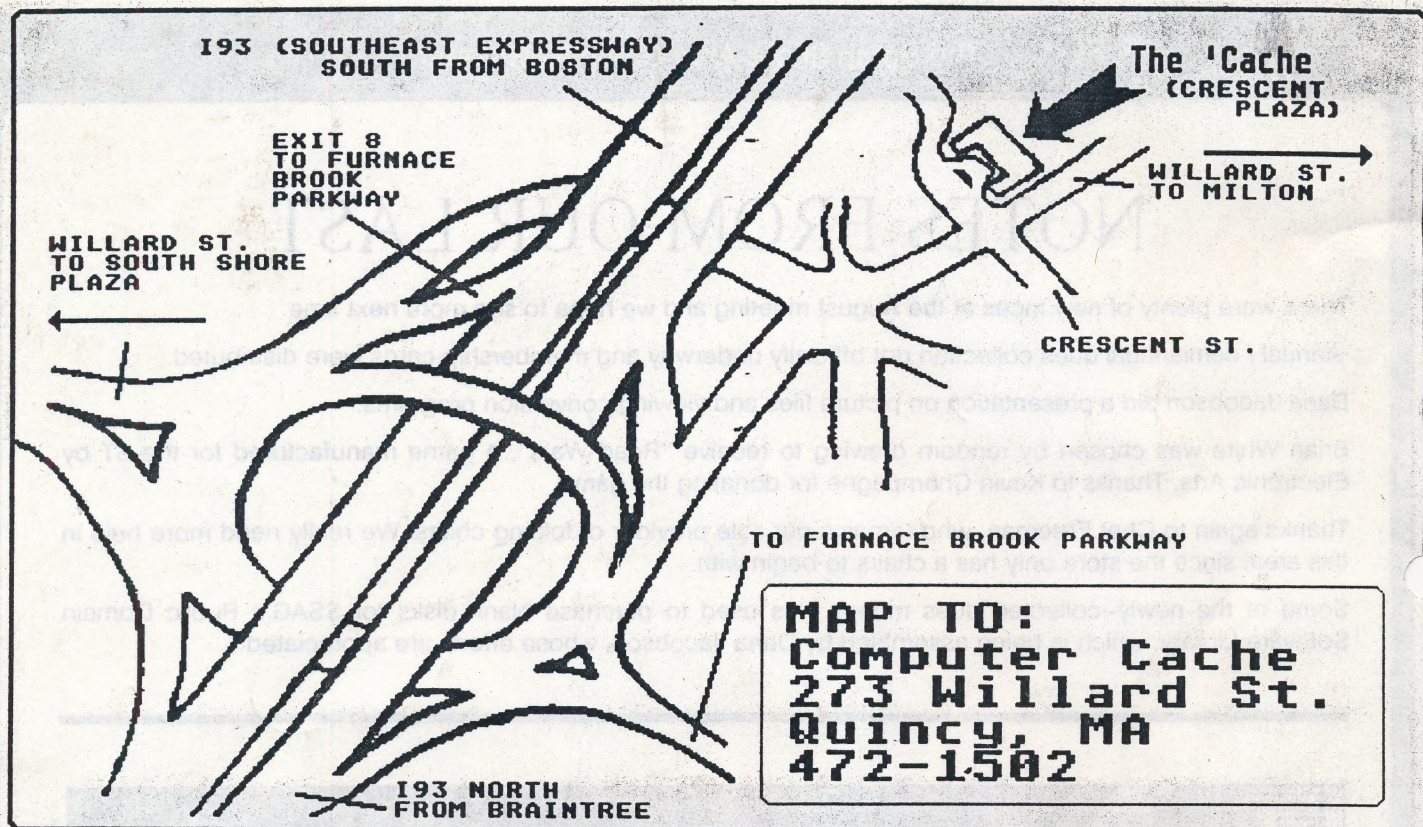
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